



MISSION 5.1 DESTROY THE NESTS

INTRODUCTION

Sergeant Octavian surveyed the scene before him and scowled at the scattered wreckage and the slowly drifting Spore Mines.

Quickly, he ordered the squads into a battle line by using the vox-caster built into his helmet to give his orders, "Brothers, our time is short, but we must remove the xenos from this area before we proceed. Hunt them down. Destroy the filthy taint of their infestation. Leave none alive."

With a shout of anger, the Ultramarines began their advance.

OBJECTIVE

Ultramarines win if all the Tyranids are destroyed and four or fewer Ultramarines have been killed.

Tyranid win if more than four Ultramarines are slain.

FORCES

Ultramarines Squad Octavian + Varras Squad Atreus

Tyranids 3 Infestation Markers, Spore Mines, and Termagants

TERMAGANT ENTRY CHART

- 1 The Ultramarines player may choose which board edge the Termagants enter play.
- 2-5 The D6 roll falls under the diagram (right) – the number corresponds to the side where the Termagants enter.
- 6 The Tyranid player may choose which board edge the Termagants enter play.

Ultramarines starting points



SET UP

The wreckage is set up with no piece closer than 12" to any board edge. The pieces may not be closer than 6" to each other. Squads Octavian and Atreus are set up on one board edge, with one squad starting in each board

corner. The Tyranid player may place three Infestation Markers on the board. Each must be touching a piece of wreckage and cannot be closer than 6" to one another. Place one Spore Mine touching each Infestation Marker. Termagants will be placed



